Subject: Re: How to change language "on the fly"? Posted by Zbych on Wed, 09 Jun 2010 19:56:13 GMT View Forum Message <> Reply to Message

Ok. I see my mistake. Since widgets, labels, texts are translated in the constructor, there is no other way than to create a new function that will replace all those texts.

Page 1 of 1 ---- Generated from U++ Forum